Harley's HUMONGOUS ADVENTURE

SNS-HV-USA

INSTRUCTION BOOKLET

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Left to right: Scott Patterson, Brian Greenstone, John Manley, Richard Rabbitz, Greg Thomas

WHO MADE THIS GAME?

Founded in May 1988, Visual Concepts has always sought to create video games that involve highly creative characters and ideas, realized through technical and design excellence. Located in San Anselmo, CA, Visual Concepts' 15 member staff share a common love for great games.

The special look behind the characters in Harley's Humongous Adventure stems from the modeling, puppeteering, and film-industry expertise of San Francisco-based Danger Productions Inc., Visual Concepts' exclusive character animation powerhouse for HHA as well as other products under development for the Super NES™.

Brian Greenstone is the programming force behind the game, his first for the Super NES™, creating and programming the game world. Brian is a seasoned game programmer, having created several products for the Apple IIGS. He is already hard at work on another Super NES™ game scheduled for release in Spring 1993.

Visual Concepts looks forward to creating incredible Super NES™ games for many years to come.

HARLEY'S
HUMONGOUS ADVENTURE

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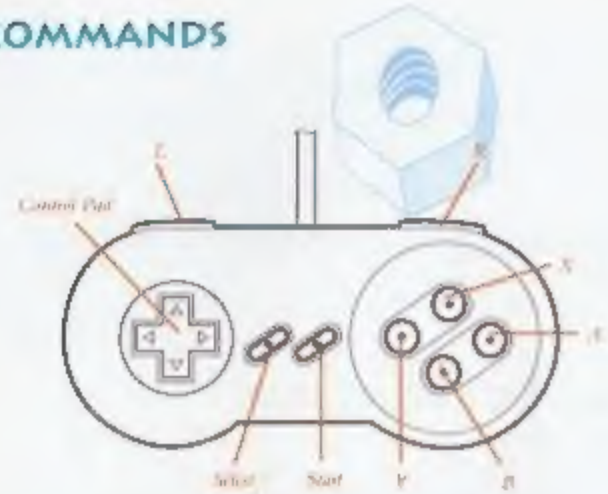
COMMANDS



CONTROL PAD

Left Move Left
Right Move Right
Down Duck

A BUTTON

Throw Current Weapon (Use Control Pad to aim Throw Left, Right, or Up)

B BUTTON

Jump
Super Jump (Press and hold Y to Run, then press B)
Swim (Press repeatedly while in liquid)

Y BUTTON

Run (Use Control Pad to choose direction of Run)

X BUTTON

Fly (Only When Jet Pack has Fuel)
Climb (Use Control Pad to press against surface you want to Climb, then press X Button to stick to surface; use Control Pad to direct Climb up or down; press B Button to end Climb)

START BUTTON

Start Game
Pause Game (Press Start Button again to resume paused game)

SELECT BUTTON
L OR R BUTTONS

Change Weapon

NOTE: If you are using a Control Pad with a turbo switch, the switch should be in the OFF position while you are playing Harley's Humongous Adventure because your supply of ammunition is limited.

GETTING STARTED

1. Flip the power switch on your Super NES™ to the OFF position.

   WARNING: Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a Control Pad is plugged into the left-hand port on the Control Deck.

   If you're playing against a friend, plug the other Control Pad into the right-hand port.

3. Insert the Game Pak into the slot on the Super NES™. Press firmly to lock the Game Pak into place.

4. Turn the power switch ON.

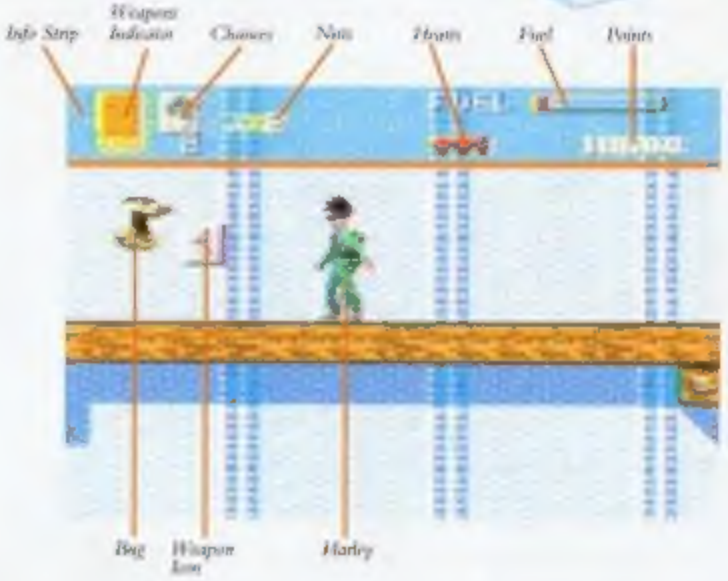
5. When the Harley's Humongous Adventure title screen appears, press START to begin the game.

THE OBJECT OF THE GAME

Harley is a scientific genius who has just outsmarted himself. His experiments in miniaturization (making things smaller, dude) and mutation have backfired: While trying to miniaturize his lab rat, he accidentally reduced himself to bug size. His mutation experiments (insects and fish, collectively known as Bugs) have escaped and are raging in Harley's house and yard. To them, Harley just looks like an enemy bug. He can't unshrink himself because his shrinking machine blew up during the experiment; parts are scattered all over the place. He has no weapons, so he'll have to use whatever he can find to defend himself. Harley has to exterminate the Bugs, overcome obstacles, and avoid Humongous hazards to collect the scattered parts of his shrinking machine and get back to normal. But his most challenging opponent is the irate Rat who is collecting (but not using) Weapons and other equipment Harley needs, and who wants revenge for what Harley tried to do to him.

GAMEPLAY

The Game Screen



Note: In Timed Levels, a Timer will appear in the Info Strip as pictured below. The Timer indicates how much time you have to finish the level.

Info Strip with a Timer

MUSIC & SOUND

The music in Harley's Humongous Adventure is in stereo. To get stereo sound you need to have a stereo television or monitor. Consult your Super NES™ manual for more information on stereo output.

ONE OR TWO PLAYER GAME

Before the game starts, you must choose whether it will be a one player or two player game. When the 1 Player/2 Player Game screen appears:

1. Use the Control Pad to move the selection arrow beside 1 Player or 2 Player.

2. Press the Start Button to begin the game.

In a Two Player Game, Player One will play before Player Two. Player Two will begin playing when Player One has either used up a Chance or reached the end of a level.

Make sure you have Two Control Pads if you are playing a Two Player Game. Player One's Control Pad will be plugged into the left hand port, and Player Two's Control Pad will be plugged into the right hand port.

PAUSING A GAME

To Pause a game, press the **START** button. To resume playing, press the **START** button again.

RESTARTING THE GAME

To Restart the game, press the **RESET** button.

QUITTING A GAME

To Quit a game, turn the power switch OFF or press the **RESET** button.

WINNING THE GAME

You have won Harley's Humongous Adventure when you've collected all the Shrinker Parts and defeated the Rat at the end of the last level.

PICKING STUFF UP

Throughout the game, you will encounter Icons that represent Weapons, Fuel, increased Health, etc. You must touch these Icons to collect them.

CHANCES

You start every game with 3 Chances. Chances are shown as a number under a Harley icon on the left side of the Info Strip. You gain more Chances by picking up Free Dude Icons. Every Free Dude Icon is worth one Chance. A Chance is over when your Health is reduced to zero; or, on some levels, when you fall into a pit; or when time runs out on a timed level other than Level 1. You can have no more than 9 Chances at one time.

Free Dude Icon

HEALTH & HEARTS

Your Health appears as a line of hearts on the right side of the Info Strip; the more hearts you have, the healthier you are and the more hits you can take. You begin the game with three Hearts, which indicates normal Health. Each hit you take from a Bug or a Hazard will reduce your Health; this will be indicated by losing all or part of a Heart. When you have lost all your hearts, your Chance is over. You can collect more Health by collecting Heart Icons, up to a maximum five Hearts.

If you have more than three Hearts at the end of a level, the extra Hearts will carry over to the next level. You will never begin a level with less than three Hearts.

Health Icon

NUTS

Nuts appear throughout the game. Some were scattered by the lab explosion; others are created when you exterminate Bugs. Each Nut you collect is worth 200 points, and you get an Extra Dude when you collect 99 Nuts. (You can't carry more than 99 Nuts.) The number of Nuts you have collected in the level you're playing in appears on the left side of the Info Strip. Nuts do not become part of your Weapons inventory. Any Nuts you have at the end of a level will be added to your score as a bonus (50 points each), and the total number of Nuts you have collected will also appear.

Nut

BELLS

Bells mark your progress on a level. If you lose a Chance, but you have more Chances left, when your next Chance begins you will begin at the last Bell you encountered *if* you activated the Bell. To activate a Bell, jump on it and make it ring.

Bell

POINTS

The number of points you have appears on the right side of the Info Strip. You get points for exterminating Bugs and collecting Weapons, Health, and Equipment Icons. Bonus Points for Fuel and Nuts are added to your score when you complete a level.

MOVEMENT

Walking

Press the Control Pad left to Walk left, or right to Walk right.

Running

Press the Control Pad and Y Button at the same time to Run; press the Control Pad left and the hold Y Button to run left, or press the Control Pad right and hold the Y Button right to run right.

Ducking

To Duck, press the Control Pad down. To Duck and throw a weapon, press the Control Pad down and the A Button at the same time.

Harley Ducking

Jumping

You will sometimes have to Jump over obstacles, Jump up on objects such as boxes, and Jump over oncoming attackers or hazards. If you are Running when you Jump, you will Jump higher. Press the B Button to Jump.

Harley Jumping

Swimming

Sometimes you will have to do a little Swimming. To Swim, press the B Button repeatedly; this will make you head for the surface of the fluid you're in. To Swim left or right, press the Control Pad in the appropriate direction while repeatedly pressing the B Button. To Swim downward, press the Control Pad down without pressing the B Button.

Harley Swimming

You will still need air while you're Swimming. Whenever you're Swimming, a red bar marked Air will appear on the right side of the Info Strip; the longer the bar is, the more Air you have. But you'll lose Air while you're Swimming below the surface. If you run out of Air, your Chance is over.

You can resupply yourself with Air by jumping out of the water. Come to the surface of the water and press the Control Pad Up and press the B Button repeatedly. When you jump out of the water, your Air will go to maximum. There are also Air pockets you can use while underwater by collecting Air Icons.

air icon

Climbing

Some things will be too high to Jump over or upon, so you'll have to Climb them using your suction cups. To Climb, press the Control Pad left or right until you are pressed up against the surface you want to Climb; while you are still pressing the Control Pad, press the X Button. You will now cling to the wall. Release the X Button and press the Control Pad Up or Down to Climb up or down.

Harley Climbing

When you've Climbed as high as you can, simultaneously press the B Button and press the Control Pad up to jump upwards. This will put you on top of what you've been Climbing. If you are Climbing down, press the B Button when you reach the bottom to release your suction cups.

NOTE: Keep in mind that you can only Climb very smooth surfaces with your suction cups. You may also have to Jump to reach the surface you want to Climb. You will have to experiment to find out which surfaces are Climbable.

Jet Pack

One of your most valuable inventions is your Jet Pack. You can fly when the jet pack is fueled by pressing the X Button, and you can guide your flight using the Control Pad. The Jet Pack's fuel level is shown by the red bar marked Fuel on right side of the Info Strip; the longer the bar is, the more fuel you have. You can increase the Jet Pack's fuel level by picking up Fuel Icons (three Fuel Icons equal one full tank). If the jet pack has no fuel, you can't fly; if it runs out of fuel while you're flying, you will fall, although the fall itself won't hurt you. Any fuel you have at the end of a round will be added to your points as a bonus; Fuel will *not* be carried over into the next level.

Fuel Icon

Harley jet packing

WEAPONS

Harley will have to collect weapons along the way to protect himself. The usual weapons won't work; guns and knives are just too big. So he has to use what he can find: Nails, Tacks, Rubber Bands, Marbles, and Firecrackers. Different weapons act in different ways. Some travel in straight lines, some bounce around and have a slightly improved chance of hitting a Bug, some have delayed action.

Press the A Button to throw a Weapon, and use the Control Pad to aim it; press the Control Pad left to throw a weapon to the left, right to throw it right, and up to throw it upwards.

WEAPON INDICATOR

The Weapon Indicator on the left side of the Info Strip will show what weapon you are currently using, and the number below the icon will show how many of that weapon you have left. For example, a Nail icon above the number 09 will show that you are using Nails and you have 9 of them left. If no number appears below the icon, and the Icon becomes an X,

it means you are out of weapons. (Better stock up, dude!) You can never have more than 99 of any weapon. For example, if you have 99 Tacks and you pick up a Tack Icon, you will get no more Tacks because you are already at maximum in that Weapon.

COLLECTING WEAPONS

You collect weapons by picking up Weapon Icons. You can find weapons throughout most of the house and out in the yard, too. Each Icon represents 10 of that weapon; that is, when you pick up a Nail Icon, you get 10 Nails. When you pick up a weapon, it automatically becomes your equipped weapon. When you complete a level, your weapons will be carried over into the next level.

Weapon Icon

CHANGING WEAPONS

If you have more than one type of weapon, you can change weapons by pressing the **SELECT** Button. The weapon indicator will change, showing which weapon Harley has switched to and the quantity of that weapon. If you don't want to use that weapon, press the **SELECT** Button again to keep going through your weapon inventory. You can also use the L and R Buttons to change weapons.

TYPES OF WEAPONS

Nails

Nails are the most plentiful weapon you will find. Nails travel in a straight path and hit Bugs fast.

Nail Icon

Tacks

Tacks tumble around when you throw them, so they have a slightly better chance of hitting Bugs that Nails do.

Tack Icon

Rubber Bands

Rubber Bands bounce off walls and objects so they have a slightly increased chance of hitting Bugs.

Rubber Band Icon

Marbles

Marbles do not set off mines but they will eventually fall off a ledge if they don't hit a Bug.

Marble Icon

Firecrackers

Firecrackers are timed Weapons that can damage more than one Bug. Just hitting a Bug with a Firecracker won't hurt the varmint. Firecrackers don't damage anything until their fuse burns all the way down and they explode

Firecracker Icon

EQUIPMENT

Parachute

Parachute

Although most falls won't hurt you, some are just too long to risk taking without some help. You need a Parachute for such occasions. Parachutes are collected just like Weapons are, by picking up a Parachute Icon. They work automatically when needed and do not need to be activated. While your Parachute is open, you can guide your descent by using the Control Pad. Pressing it Up makes you fall slower, Down makes you fall faster, and pressing it Left or Right makes you move Left or Right. Each Parachute you pick up is good for one use only

Bug Spray

Bug Spray Icon

When you pick up a Bug Spray Icon, it surrounds you with a cloud that will exterminate Bugs on contact and make you immune to their attacks. It will not protect you against some Hazards, however, and it only lasts for a few seconds

Harley Protected by Bug Spray

Shrinker Parts

Shrinker Part

A Shrinker Part marks the end of every level. When you touch a Shrinker Part, you see a report card telling you what level it's on and the points you won on that level will be added up. Shrinker Parts cannot be used as Weapons

BUGS

The escaped Bugs have filled the house, and spread out into the yard as well. They will all attack you on sight, and some have especially nasty ways of getting your head. Just touching a Bug will cause you to lose Health. When you explode a Bug, however, it is replaced by a Nut that you can pick up

Some Bugs will follow you once they've spotted you, but others won't. And some Bugs are dumber than others! They will walk right off a ledge or shelf trying to follow you

Flies

Flies are slow fliers and easy to hit. Like all Flies they'll eat anything, but their stomachs are a little queasy. Don't stand under them too long or you'll find out what they had for lunch in the rudest possible way.

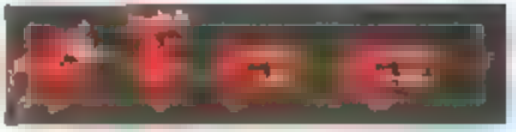
Bees

Bees are faster than flies and harder to hit. They don't make "bee-lines" like their unmutated ancestors did, but fly in erratic patterns. They haven't given up stinging, though.

Ants

Ants travel by jumping and go all to pieces when you hit them. Unfortunately, every one of those pieces can attack you, and their heads can regenerate whole new bodies. They'll follow you anywhere, even over a ledge.

Fire Ants

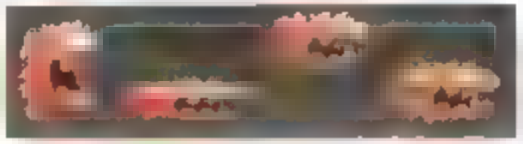


More hot-headed and dangerous than normal Ants, Fire Ants are also harder to exterminate. They attack by shooting fire from their pointy little heads, but they can't always see where they're going when they attack, especially when they're close to a ledge.

Termites

Termites are just dumb chomping machines. They crawl back and forth chopping [illegible] some tasty wood. As far as they know, you're made out of wood, too, so they'll take a bite out of you if they get the chance.

Ticks



Ticks bounce from place to place and will spring to the attack when they see you. They'll try to bite you as well as squish you, and will hungrily follow you around. Their landings aren't always as good as their take-offs, especially when they're close to a ledge.

Electric Eels

Electric Eels won't follow you around. That's the good news. The bad news is they'll give you a powerful shock if you come too near.

Piranhas

Aggressive Piranhas are always looking for lunch, and the sight of you will make them even hungrier. They're speedy swimmers, and even speedier chewers, with jaws that never stop. They'll follow you anywhere except out of the water.

The Rat

The Rat is your most dangerous enemy. His appearance [illegible] and stronger. He [illegible] them, he drops these weapons in combat, however, and you can pick them up. When you fight the Rat, look for the parts of him that flash when you hit them.

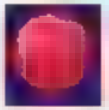
HAZARDS

Bugs aren't the only thing you need to look out for. There are Hazards throughout the game that will reduce your Health if you run (or fall) into them. Falling into a pit ends a Chance immediately, no matter how many Hearts you have. And everyday objects become dangerous Hazards because of their

now humongous size. You can destroy some Hazards with your weapons, although they may take more than one hit to destroy. Other Hazards, however, are indestructible.

Examples of Hazards

The Jack can't be destroyed



The Ball can be destroyed

The Staple Remover is hard to destroy

THE LEVELS

The Lab 1: The First Level takes place in The Lab immediately after you have been shrunk. You have 45 seconds to stock up on Weapons and other goodies. There's no fighting on this level, but there are Hazards that can break your Hearts. You might want to play this level more than once to practice using the Jet Pack. Climbing with suction cups, and making running jumps.

The Kitchen: Your first encounters with Bugs start here. Watch out for the self-spinning cards and runaway cans. Perfect your jumping technique fast.

Playroom (2 Levels): Ride the toy tank and use your turret to blast the bouncing balls and destroy barriers. Then you're a big rat. Run on the carpet and crumble those wooden blocks.

The Closet: It's easy to get lost in all these boxes.

Rat. Your pet Rat has caught up with you. Try to make him more hopping mad than he already is. Watch out for the falling weights.

The Bathroom: Plumb the depths of the pipes, then spin the soap (by pressing Left or Right on the Control Pad) and ride a big bubble.

Library (2 Levels): Ring binders try to put the bite on you. Catapult yourself on the staplers, and look for the parachute.

Harley's Room (2 Levels): Wander through the Interlocking Blocks you've had since you were a kid. There are lots of hidden areas to explore here.

The Rat is Back: Stop him from putting the arm on you.

The Attic: You have 90 seconds to explore the air vents. The unlimited Jet Pack fuel you get at the start of this level should help.

The Roof (2 Levels): Jump off the roof and across the telephone poles. Beware of exposed wires and shaky spikes.

The Backyard: The Ants didn't get far in your home; how far can you get in theirs? No Shrinker Part here, just get back in the house.

The Lab 2: Back where it all started. Your suction cups come in handy here.

Last Stand: The Rat is back, madder and more powerful than ever. Take out what's left of him, but don't become cannon fodder.

HIGH SCORE

If you achieve an especially high score, it will be displayed when the game is completed and you will have the chance to display your initials or any other name up to seven characters long you choose beside the score. You can enter any letter of the alphabet plus !, ., <, >, -, and a blank space, all of which appear after Z. To display your initials or name:

1. Press the Control Pad up or down to scroll through the alphabet.

2. When the letter you want appears, press the Control Pad right to go to the next initial.

3. When you have chosen the initials or name you want, press START to save the initials and start a new game.

NOTE: High scores will only be saved while you are playing Harley's Humongous Adventure.

CONTINUE A GAME

If you use up all your Chances, you will get the chance to Continue the game once. When you Continue a game, you will start again at the beginning of the last level you played. You will begin with 3 Chances, 3 Hearts, 0 points, and no Fuel. You will lose any Nuts you had collected, but you will have the same weapons you had when your last Chance ended.

You can Continue a game only once. If you lose all your Chances playing a Continued game, you can only start the game over from the very beginning.

One Player Game
When the Continue Game screen appears:

1. Use the Control Pad to position the selection arrow beside YES if you do want to continue the game, or beside NO if you want to start the game over from the beginning.

2. Press **START** to activate the option you have selected.

Two Player Game
In a two player game, a player who uses up his last Chance immediately has the opportunity to Continue his game. When the Continue Game screen appears:

1. Use the Control Pad to position the Selection Arrow beside Yes if you want to Continue the game, or beside No if you want to quit.

2. Press **START** to activate the option you have selected.

NOTE: If one player decides to quit the game, the other player's game will continue.

SCORING

Exterminating Bugs

Ant	**350 (for each separated part)**
Bee	**200**
Electric Eel	**500**
Fire Ant	**550**
Fly	**450**
Piranha	**400**
Termite	**175**
Tick	**250**
The Rat	**5000**

Destroying Hazards

Ball	**100**
Block Wall Parts	**75**
Staple Remover	**600**

Picking Up Any Icon	**200**
Picking Up A Nut	**200**
Picking Up A Parachute	**200**

Bonus Points

Fuel	**1890 for a full tank; smaller number of points for less than full tank**
Nuts	**50**

CREDITS

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Clay Animation: A OK Productions
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3. If the Hi Tech Expressions service representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside of the packaging of your defective pak , PACK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with a brief description of your problem within the 90-day warranty period to:

HI TECH EXPRESSIONS
Attn: Customer Service Department
584 Broadway
New York, NY 10012

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